11. A gaming machine according to claim **10**, wherein the haptic device comprises a display-integrated haptic device disposed adjacent a display surface of the display.

12. A gaming machine according to claim **10**, wherein the haptic device comprises at least one of a haptic pen, button, joystick, mouse, display, finger, helmet, vest, belt, suit, boot, and glove.

13. A gaming machine according to claim **10**, wherein the haptic device comprises a plurality of piezo-electric elements disposed adjacent a periphery of the display.

14. A gaming machine according to claim **11**, wherein the haptic device comprises at least one of a electrostrictor, magnetostrictor, rheological fluid, wet electroactive polymer, and conductive polymer.

15. A wagering game for a gaming machine, the wagering game comprising an instruction set configured, upon processing by a processor, to perform steps comprising:

associating each potential game element outcome with one of a plurality of output signals to a haptic device;

determining a wagering game outcome by comparing a set of game element outcomes to an award schedule;

outputting an output signal to the haptic device corresponding to a wagering game outcome; and

activating the haptic device in response to the output signal.

16. A haptic button assembly comprising:

a button frame;

a transmissive element disposed within the button frame, the transmissive element comprising a conductive element or a conductive surface forming a capacitive path from an upper surface of the transmissive element to a conductive element on a lower surface of the transmissive element;

a motive element disposed adjacent to the transmissive element to selectively apply kinetic energy to the transmissive element; and

a substrate comprising a capacitive sensing element in contact with the conductive element on the lower surface of the transmissive element.

17. A button assembly comprising:

an electrically non-conductive button frame;

a transmissive element disposed within the button frame, the transmissive element comprising a conductive element or a conductive surface forming a capacitive path from an upper surface of the transmissive element to a conductive element on a lower surface of the transmissive element; and

a substrate comprising a capacitive sensing element in contact with the conductive element on the lower surface of the transmissive element so as to establish a capacitive path between the capacitive sensing element and the upper surface of the transmissive element.

18. A button assembly according to claim **17**, further comprising:

an OLED, LCD, active matrix display, passive matrix display, fluorescent display, or e-paper display disposed under the transmissive element so as to be viewable through the transmissive element.

19. A button assembly according to claim **18**, wherein the transmissive element is movably disposed relative to the button frame.

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